SimCity Classic™

The Original City Simulator

Terrain Editor

User's Manual

DOS Version for IBM/Tandy & Compatibles

MAXIS

INTRODUCTION

Welcome to the SimCity Terrain Editor. With the Terrain Editor, you can custom design landforms to use with SimCity, The City Simulator. You can also modify the landforms of existing cities, even after they have been built. The terrain/city data files produced by this Terrain Editor are also compatible with the MS-DOS versions of SimCity.

Since this is an "add-on" product for SimCity, The City Simulator, I am assuming that you already have SimCity, and will not describe it or items that are covered in the SimCity User Documentation in detail here.

We have included a number of "ready-to-load" cities. We encourage you to share your cities, and upload them to bulletin boards.

ABOUT THE TERRAIN EDITOR

The Terrain Editor has two main modes of operation; a modified random terrain generator, and a tile by tile painting mode with a smoothing function.

The modified random terrain generator is like the one built into SimCity, but you can control: the number of trees, the number of lakes, and the windiness of rivers. You can also choose to make your terrain an island.

In paint mode, you start with a 10 mile by 10 mile area, and tile by tile place trees, water, boat paths, and bare land. You then can perform a smoothing function to give the forest edges and coastlines a more "realistic" look.

These two modes can be used together: Generate a terrain with the proper amount of trees, lakes, rivers, etc., then enter paint mode and "fine tune" your terrain.

In addition to generating new terrains, the Terrain Editor allows you to modify the terrains of your existing cities. Add or remove trees and water to or from your cities. You can even clear away all man-made objects from the map with a simple menu choice.

As an added feature, the Terrain Editor allows you to change the Game Play Level and Year of an existing city.

INSTALLING THE SIMCITY TERRAIN EDITOR

The Terrain Editor for IBM/Tandy and 100% compatibles comes on one 3 1/2" disk. You may install it to your hard disk, or to a floppy. The 3 1/2" version has all the necessary files and bonus cities on one disk. If you are installing the Terrain Editor from Windows™, exit to the DOS shell first.

> *NOTE: Installing to floppies - If you use 3 1/2" disks, you may install the Terrain Editor to the original disk. If you have only one floppy drive, you must install from A: to A:. The install program will prompt you when you change disks.*

RUNNING THE INSTALL PROGRAM

Put the 3 1/2" disk in your floppy drive. At the prompt, type **INSTALL**, and hit RETURN. You will be asked some questions about your system:

Install from drive: [•] A:, [ ] B:
Using your cursor keys, move the star to the letter of the drive that your Disk #1 is now in, and hit RETURN.
Install FROM drive A: [n/Y]
The install program is making sure it knows what you want. If this is right, then hit RETURN, or "**Y**". If it is wrong, then hit "**N**" and try again.

Install to drive: [ ] A:, [•] B:, [ ] C:
Using your cursor keys, move the star to the letter on the drive to which you want to install the Terrain Editor, and hit RETURN.

Destination directory -> B:\
If you are installing to a floppy, then just leave the destination directory **A:** or **B:** If you are installing to your hard drive use **C:\SIMCITY** for your destination directory. If you already have SimCity installed on your hard disk, this will install the Terrain Editor in the same directory.

Install TO B:\ [n/Y]:
Just making sure we know where you want to put the Terrain Editor. If this is correct, then hit RETURN or "**Y**", if not, then hit "**N**" to try again.

Please insert the destination disk and press ENTER
If you are installing to a floppy disk, you will see this message. Make sure your new, blank, formatted disk is in the proper drive. If you are installing to your hard drive, you will not see this message.

Display Screen
You will now be shown a screen with all the choices for displays. Using the cursor keys, move the star to the display type that matches your machine. For the VGA/EGA and VGA/MCGA modes pay attention to the requirements for Video RAM and MAIN RAM. When you have made your selection, hit RETURN. You will once more be asked to confirm your choice. Hit RETURN or "**Y**" if it is correct, "**N**" to go back and try again.

Joystick: [•] NONE/IGNORE, [ ] IBM/TANDY type, [ ] COVOX Sound Master
Using the cursor keys, move the star to the type of joystick you have, if any. If you install a mouse driver, then the joystick will be disconnected.

Use No JOYSTICK [n/Y]:
Just checking again.

Sound: [ ] None, [•] IBM, [ ] Tandy Digital, [ ] COVOX Sound Master
Using the cursor keys, move the star to the type of sound you want installed, and hit RETURN.

Install IBM sound [n/Y]:
Just checking.

Is this all correct?
You will now be shown a summary of all your installation choices. If they are right, then hit RETURN or "**Y**". If you want to make a change, then hit "**N**" to start over.

If you hit RETURN or "**Y**", then the installation will begin. Pay attention, depending on your machine you may be prompted to change disks.

Terrain Editor V1.0 Installation complete
You will be told when the installation is finished, and you will be prompted to read the "README" file on Disk #1. It will contain last minute information that was not covered in this manual.

On the 3 1/2" disk are as many bonus cities as we can fit on the disk. Use your DOS COPY command to copy these cities to your hard disk or another floppy disk, and put your original disks in a safe place.

STARTING THE SIMCITY TERRAIN EDITOR

From a floppy disk: Place the Terrain Editor disk in a disk drive. Make sure you are logged to the proper drive. Type TERRAIN and hit RETURN.

From a hard disk: Install your mouse driver. Type **CD \SIMCITY** and hit RETURN. Type **TERRAIN** and hit RETURN.

When the program has loaded, you will be presented with an opening screen. Click the LEFT MOUSE BUTTON, or hit RETURN to begin. The Terrain Editor is very similar to SimCity, but you only have the EDIT

WINDOW and the MAPS WINDOW. Neither window can be closed. Just click on the window you want brought to the front, or hit **CTRL-E** to bring the EDIT WINDOW forward, or hit **CTRL-M** or **RETURN** to bring the MAPS WINDOW forward. Many of the same keyboard shortcuts from SimCity will work here, including the **+ & -** keys on the numeric keypad. See the Keyboard Reference Chart that came with SimCity.

THE MENUS

The menus are located at the top of the screen, in the MENU BAR. Menus in the Terrain Editor are operated just like menus in SimCity: Use the mouse, or the ALT- key combination to open a menu. Use the mouse, the cursor keys, or the +&- keys on the numeric keypad to select menu items. Click the mouse, the Space Bar, or RETURN to activate the item.

SYSTEM

The SYSTEM MENU is for saving, loading, printing and starting new cities. It is opened by clicking on the word SYSTEM in the MENU BAR, or hitting ALT-S.

About TERRAIN brings up an information window filled with fascinating and important facts. Fun for the whole family.
Print allows you to print the loaded city on one page, or on a multi-page poster. It is the same as in SimCity.
Start New City creates a new, empty map, just like the terrain generator in SimCity. It does not use the Terrain Creation Parameters.
Load City loads in an existing city or terrain for editing. See the SimCity User Documentation for more details.
Save City as ... and **Save City** save the current city or terrain to disk. See the SimCity User Documentation for more details.
Exit ends the Terrain Editor, and returns you to DOS.

TERRAIN

The TERRAIN MENU is for making adjustments and changes to the terrain. It is opened by clicking on the word TERRAIN in the MENU BAR, or hitting ALT-T.

Clear Map removes all trees, water, and man-made objects (zones, roads, rails, parks, etc.) from the map, leaving only bare ground.
Clear Unnatural Objects removes all man-made objects (zones, roads, rails, parks, etc.) from the map, leaving trees and waterways untouched.
Generate Random Terrain brings up the Terrain Creation Parameters Window.
By pointing to the little arrows and clicking the Left Mouse Button, or the Space Bar, you can set your preference for the number of trees, number of lakes and curviness of the river in the terrain you want to generate. If you set River Curviness to 0 there will be no river. Use the +&- keys on the numeric keypad to find and jump between hot spots. Once you have made your adjustments, click on the GO button, or hit "G" or RETURN to generate a new terrain. Click on the CANCEL button, hit "C" or ESC to cancel the operation. Your most recent settings will remain until you reset them or quit the Terrain Editor. These settings do not affect the Start New City item in the SYSTEM MENU.
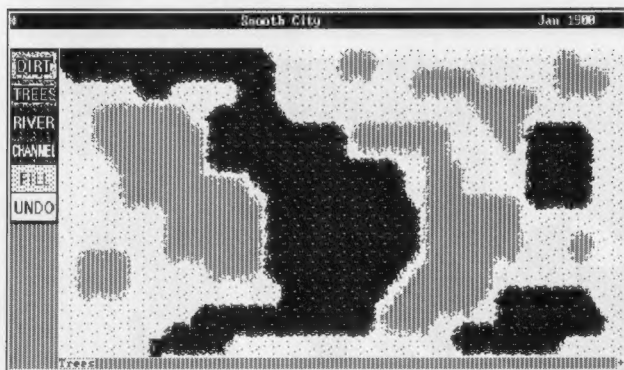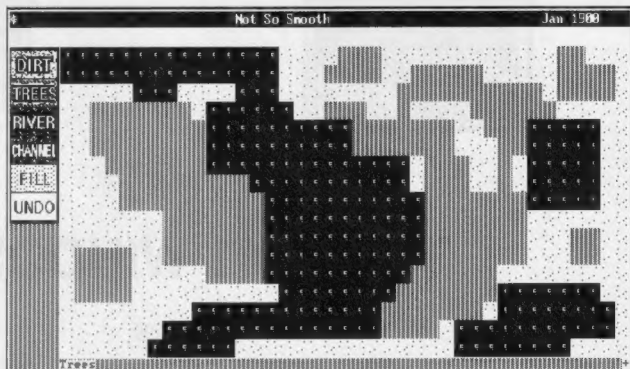
Before Smoothing

Smooth Trees performs the smoothing function on all trees on the map.
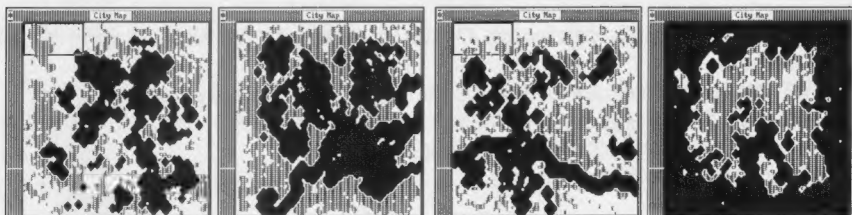**Smooth Rivers** performs the smoothing function on all water on the map.
Smooth Everything performs the smoothing function on all trees and water on the map.

After Smoothing

Create Island is a toggle that, when active, makes the next generated map an island. Selecting the item activates it, and re-selecting it deactivates it. An arrow to the left of the item indicates that it is active. This item does not affect the Start New City item in the SYSTEM MENU.

PARAMETERS

The PARAMETERS MENU is opened by clicking on the word PARAMETERS in the MENU BAR, or hitting ALT-P.
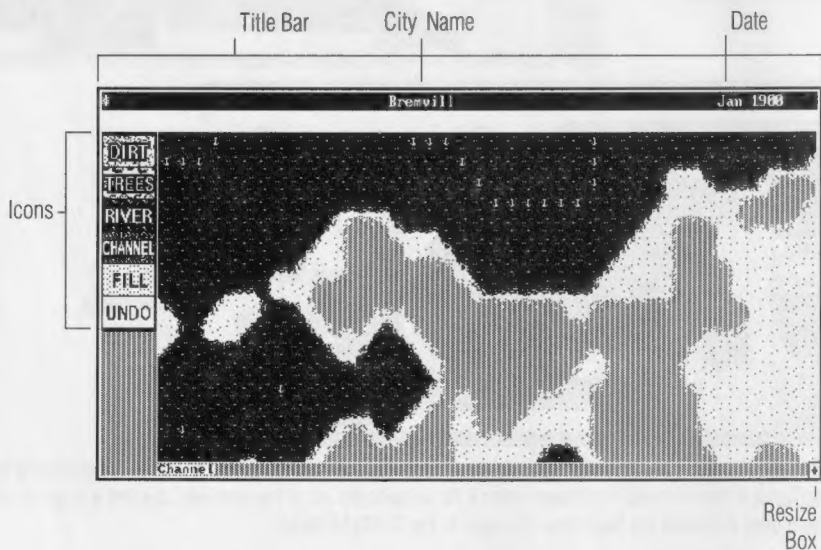
Name & Level allows you to set or reset the name and game play level of a new or existing city.

Game Year allows you to set or reset the current year of a new or existing city.

Sound On/Sound Off lets you turn the sound on and off.

SIMCITY city name:
Bremvill

Game Play Level

* Easy
  Medium
  Hard
  OK

Enter Game Year:
2001

THE EDIT WINDOW

Title Bar   City Name   Date

Bremvill   Jan 1900

Icons –
DIRT
TREES
RIVER
CHANNEL
FILL
UNDO

Channel

Resize
Box

TITLE BAR displays the city name and date. Clicking and dragging the Title Bar allows you to relocate the Edit Window.

RESIZE BOX resizes the window. Click on this box and drag it to the new size you desire.

SCROLLING is accomplished by moving the pointer to any edge or corner of the screen. You can also use the CTRL- cursor key combination to scroll the screen.

ICONS select the terrain painting functions.

ICONS

The Icons are for choosing the Terrain Painting functions. You can paint in either the EDIT WINDOW or the MAPS WINDOW.

DIRT places clear land tiles. They can be placed over trees, water or man-made objects. In the Edit Window, the RIGHT MOUSE BUTTON places clear land.

TREES places tree tiles. They can be placed over land, water, and man-made objects.

RIVER places river tiles. They can be placed over land, trees, and man-made objects.

CHANNEL sets the paths that boats will follow in the water. Place the channel tiles over the water tiles. Placing water tiles over channel tiles erases them. Channel tiles must be continuous for the boats to follow them, and must lead to one edge of the map. If these two conditions are met, and you have a powered up Sea Port, SimCity will generate a boat. SimCity displays these tiles as water. To avoid crashes, place channels near the center of waterways. If you place them on land, you will most likely crash your ship.

FILL is used to fill in large areas with trees, water, channel, or bare ground without painting them in tile by tile. To use the FILL function: 1. COMPLETELY outline the area you wish to fill in either the EDIT or MAPS WIND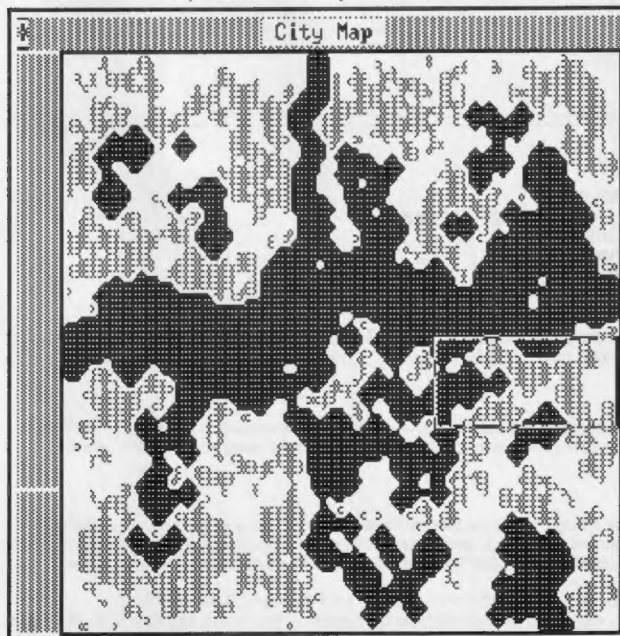OW- **leave no gaps or spaces**. 2. Click on the FILL Icon. 3. Click in the area you wish to fill. If there is a gap or space in the area you are filling, it may fill the whole screen. If this happens, click on the UNDO Icon, then close the gap and try again.

UNDO removes your last operation.

THE MAPS WINDOW

The Terrain Editor Map Window has only one view; the overall view of the entire city limits showing all features, natural and man-made.

The map window cannot be resized, but can be moved on the screen by clicking and dragging the title bar.

The Terrain Painting Functions function in the Maps Window, but you must paint slowly. When painting in the Maps Window it will be very convenient to use the KEYBOARD COMMANDS to change modes, instead of clicking on the icons in the Edit Window.

Somewhere on the map is the Edit Rectangle, which outlines the area that is visible in the Edit Window. Click on the Rectangle with the RIGHT MOUSE BUT-TON or the DEL KEY and drag it to change the area shown in the Edit Window.

KEYBOARD COMMANDS

GENERAL KEYBOARD COMMANDS

ALT - S   Opens System Menu
ALT - T   Opens Terrain Menu
ALT - P   Opens Parameters Menu

CTRL - A   Activates smoothing function
CTRL - C   Clear Map
CTRL - E   Brings the Edit Window to the front
CTRL - I   Activates Island mode
CTRL - L   Loads a City
CTRL - M   Brings the Map Window to the front
CTRL - T   Creates Random Terrain
CTRL - R   Smooth Rivers
CTRL - S   Save City
CTRL - X   Exit the Terrain Editor

LEFT MOUSE BUTTON - Activate function
RIGHT MOUSE BUTTON
      In Edit Window - Activates "DIRT" function
      In Maps Window - Drag Rectangle
SPACE   Left Mouse Button
INS   Left Mouse Button
DEL   Right Mouse Button

TERRAIN PAINTING KEYBOARD COMMANDS

CTRL- CURSOR KEYS can be used to scroll the terrain.

SHORTCUT KEYS activate different painting mode functions.
"**D**" activates the clear land (dirt) function.
"**T**" activates the tree function.
"**R**" activates the river function.
"**C**" activates the channel function.
"**F**" activates the fill function. Hitting "**F**" again deactivates it.
"**U**" activates the undo function.

CREDITS
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